
Subject: C&C_Miracle_2 now final!

Posted by [Pendulum](#) on Thu, 30 Sep 2004 16:38:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

so I see. Its not bad, but there are some nasty bugs, like the destroyable wall on GDI, you can walk through it when you destroy part of it.

and in the UFO, there are invisible walls that block you in the room with the strange tanks. Other than that, its a decent map
